DOL-GO7P-EUR-M

007
nightfire

EA
GAMES

NINTENDO
GAMECUBE

INSTRUCTION BOOKLET

1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

TÄMÄ PELI TUKEE SAMANAIKAISTA YKSIN-, KAKSIN-, KOLMEN-TAI NELINPELIÄ JA PELIOHJAIMIA.

Memory Card Uses 2 Blocks

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

TÄMÄ PELI VAATII MUISTIKORTIN (MEMORY CARD) PELINTILANTEEN, ASETUSTEN TAI TILASTOJEN TALLENTAMISEEN.

Contents

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button
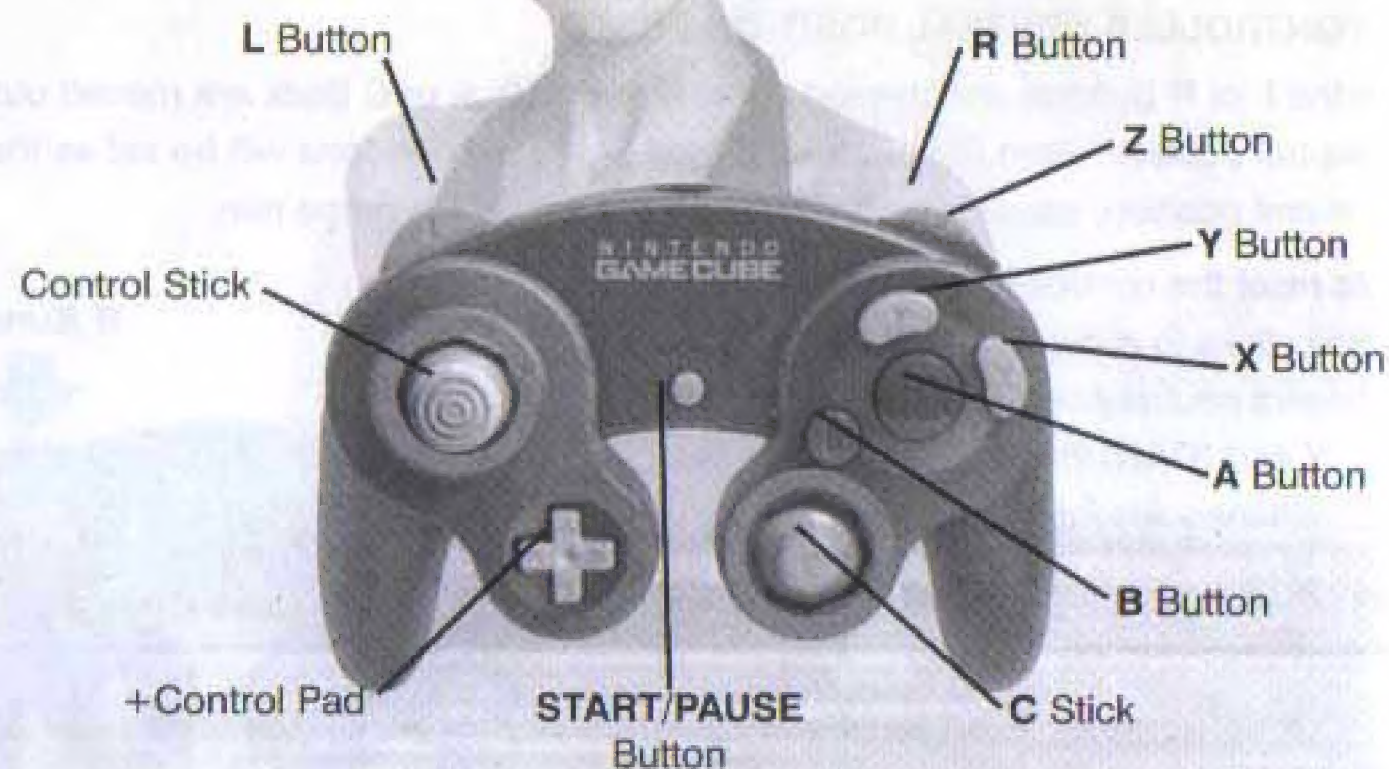
R Button

Control Stick

C Stick

Starting the Game

1. Turn OFF the POWER Button on your NINTENDO GAMECUBE.
   WARNING: Never try to insert or remove a NINTENDO GAMECUBE DISC while the power is ON.
2. Make sure a NINTENDO GAMECUBE CONTROLLER is plugged into Controller Socket 1 on the NINTENDO GAMECUBE.
3. If you're playing against a friend, plug another NINTENDO GAMECUBE CONTROLLER into Controller Socket 2.
4. Insert the *James Bond 007: NightFire*™ game disc into the optical disc drive.
5. Turn ON the POWER Button and proceed to the *James Bond 007: NightFire* title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the *James Bond 007: NightFire* title screen, press the **START/PAUSE** Button to advance to the Main menu (see *Main menu* on p. 5).

Command Reference

Get to know these controls intimately, 007.

NINTENDO GAMECUBE Controller Configurations

- L Button
- R Button
- Z Button
- Y Button
- Control Stick
- X Button
- A Button
- B Button
- +Control Pad
- START/PAUSE Button
- C Stick

Menu Controls

Highlight menu item	+Control Pad or Control Stick **UP/DOWN**
Cycle choices/Move sliders	+Control Pad or Control Stick **LEFT/RIGHT**
Select/Go to next screen	**A** Button
Cancel/Return to previous screen	**B** Button

Default Bond Controls

Move	Control Stick **UP/DOWN**
Strafe	**C** Stick **LEFT/RIGHT**
Turn	Control Stick **LEFT/RIGHT**
Look	**C** Stick **UP/DOWN**
Crouch	**X** Button
Reload/Action	**A** Button
Jump	**Y** Button
Manual Aim	**L** Button (hold)
Fire Weapon/Gadget	**R** Button
Cycle Gadgets	+Control Pad **UP/DOWN**
Cycle Weapons	+Control Pad **LEFT/RIGHT**
Alternate Fire	**B** Button
Vision Mode	**Z** Button
Pause Game	**START/PAUSE**

Driving Controls

Steer Left/Right	Control Stick **LEFT/RIGHT**
Gas	**R** Button
Brake/Reverse	**L** Button
Handbrake	**X** Button
Look Back	**C** Stick
Fire Weapon	**A** Button
Use Gadget	**B** Button
Cycle Camera View	**Z** Button
Cycle Weapon	**Y** Button
Pause Game	**START/PAUSE**
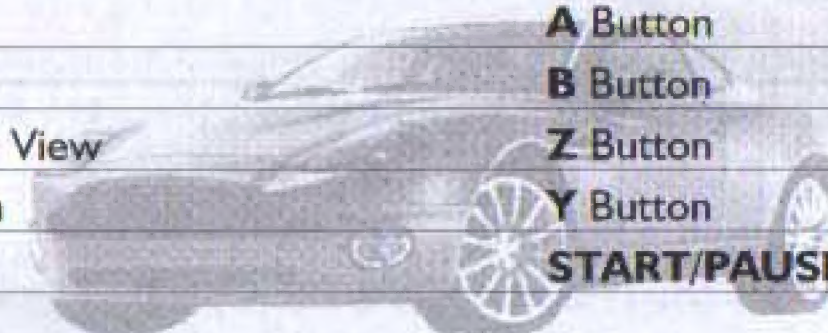
Rail Shooter Controls

Rotate/Tilt	Control Stick
Fire Weapon	**R** Button
Change to Alternate Fire	**B** Button/+Control Pad
180° Pivot (Snowmobile Only)	**Y** Button
Manual Aim	**L** Button (hold)

Introduction

<<INCOMING TRANSMISSION FROM M>>

The world is once again in need of your talents, 007.

As you know, Phoenix International Corporation, run by the international green industrialist Rafael Drake, has been entrusted with dismantling warheads throughout the world. These efforts have been billed as being philanthropic in nature, but we realise he has more sinister motives. Intelligence implicates Drake in organising the theft of a secret component of the missile guidance hardware intended for the U.S. Space Weapons Platform. Unfortunately, Drake has been very careful to keep his plans well hidden.

This is where you come in, 007. With some help from Q, and a number of key agents in the field, you must stop Drake in his plans for total world domination...

<<END TRANSMISSION>>

For more information about this and other titles, visit EA GAMES™ on the web at **www.eagames.com**
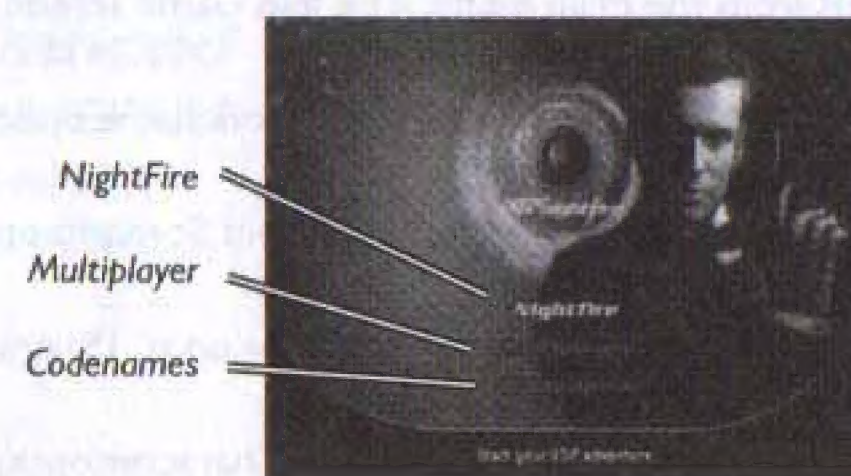
Setting Up the Game

Let's go over the basics, 007.

Note: Default options are listed in **bold** in this manual.

Main Menu

Play solo, start a multiplayer match or create a game profile.

NightFire
Multiplayer
Codenames

NIGHTFIRE	Engage in a Single Player game.
MULTIPLAYER	Start a multiplayer game.
CODENAMES	Create and edit a codename.

Setting Up A Single Player Game

To set up a Single Player game:

1. Select NIGHTFIRE from the Main menu. The Select Codename screen appears.
2. Choose to either PLAY WITHOUT SAVING or create a NEW CODENAME.

• Select PLAY WITHOUT SAVING to enter gameplay immediately with the default game settings and control configuration. You are not able to save your game progress using this default profile.

• Select NEW CODENAME for optimal James Bond 007: NightFire gameplay. Choose your controller configuration and save your game progress.

3. Enter a new codename, highlight the checkmark icon and press the **A** Button. The Controller Setup screen appears.
4. Select a controller configuration that best suits your gaming style. The Edit Codename screen appears.
5. Customise your game options (for more information, see *Codenames* on page 6), then select SAVE CODENAME.
6. Highlight your codename and press the **A** Button. The Select Difficulty screen appears.
7. Choose your level of difficulty – **OPERATIVE**, AGENT or 00 AGENT – and press the **A** Button. The Select Mission screen appears.
8. Select a game level and press the **A** Button. The action begins.

Setting Up A Multiplayer Game

To set up a Multiplayer game:

1. Select MULTIPLAYER from the Main menu. The Join Game screen appears.
2. Press the **A** Button to join the game. The Choose Codename option appears.
3. Select a codename and press the **A** Button. The Select Scenario option appears.
4. Select a scenario (for more information, see *Scenarios* on p. 19) and press the **A** Button. The Select Map screen appears.
5. Select a map and press the **A** Button. The Choose Character option appears.
6. Select a character and press the **A** Button. The Health Handicap screen appears.
7. Set the amount of health you have relative to the other players and press the **A** Button. The Scenario Options screen appears.
8. Select Game Rules, Player and Enviro-Mods and AI Bot options (for more information, see *Scenario Options* on p. 20), select **START** and press the **A** Button to begin.

Codenames

Access your game settings and mission progress under your codename.

To create a Codename:

1. Select CODENAMES from the Main menu. The Select Codename To Edit screen appears.
2. Select NEW CODENAME and press the **A** Button. The keyboard screen appears.
3. Enter a new codename, highlight the checkmark icon and press the **A** Button. The Edit Codename screen appears.
4. Select SAVE CODENAME and press the **A** Button. Your codename is created.

Codename Options

Customise your James Bond experience.

- To access codename options, select a codename in the Select Codename screen.

CONTROLLER SETUP	Choose your Controller configuration.
DRIVING CONTROLLER	Review your driving controls.
OPTIONS	Adjust gameplay options.
MULTIPLAYER OPTIONS	Adjust multiplayer options.
AV OPTIONS	Adjust audio/video options.

SPEAKER	Choose between MONO, **STEREO** and SURROUND.
SAVE CODENAME	Save your Codename.

Advanced Options

RUMBLE FEATURE	Turn the Rumble Feature **ON** or OFF.
AUTO AIM	Turn **ON** or OFF the Auto Aim function.
CROSSHAIRS	Enable onscreen crosshairs by selecting **YES** or NO.
CROUCH	Choose to either **TOGGLE** crouching on and off or to HOLD the crouch button.
MANUAL AIM	Choose to either **TOGGLE** manual aim crosshairs on or off or HOLD crosshairs on-screen.
WEAPON AUTO SWITCH	Automatically switch your equipped weapon with a better weapon by selecting **ON** or OFF.
FLASHING OBJECTS	Items that can be used will flash when **ON**.
HUD ALWAYS ON	Permanently enables your HUD by turning it **ON**.

Multiplayer Options

RADAR	Turn the player radar **ON** or OFF.
HEALTH HANDICAP	Skew player health positively or negatively.
AUTO AIM	Turn **ON** or OFF the Auto Aim function for multiplayer battles.

AV Options

MUSIC VOLUME	Adjust music volume.
EFFECTS VOLUME	Adjust effects volume.
SUBTITLES	Turn subtitles **ON** or OFF.
MULTIPLAYER SPLIT SCREEN	Split the screen **HORIZONTAL** or VERTICAL during 2-player gamplay.
SPEAKER	Choose between MONO, **STEREO** or SURROUND.
WIDESCREEEN	Turn the widescreen function ON OR **OFF**.
SCREEN ADJUST	Adjust the position of the game screen on your television.
RESTORE DEFAULTS	Return all options to their default values.
CREDITS	View credits.
DIE ANOTHER DAY TRAILER	View the trailer of the James Bond film *Die Another Day*.

Bond in Action

Saving the world means knowing what's going on around you, 007.

Game Screen

Current Weapon or Gadget – Whatever is in your hand, 007

Body Armour – Find armour if your health gets too low

Health Meter – Watch your damage

Ammunition Remaining in Weapon – Reload as often as possible

Spare Ammunition
Action Icon – Indicates when to use a gadget or perform an action

HEALTH METER	When you are at full health, the meter is a full green circle. As you become injured, wedges of the circle disappear and the meter shifts colour from green to yellow to red.
BODY ARMOUR	Body armour can temporarily protect you from being injured.
CURRENT WEAPON OR GADGET	Your current available weapon or gadget.
AMMO REMAINING	Indicates how much ammunition you have and the total number of rounds you're carrying.
ACTION ICON	When the icon appears, perform the conveyed action or use the proper gadget.

Action Moves

When you need to grapple to a remote location, perform a hand-over-hand move or zipline across a gap, a rectangular icon appears at the top of the screen. This tells you that you can perform an action move.

Grapple

To grapple:

1. When the grapple icon appears, equip your grapple and look for a green target.
2. Align your grapple's crosshairs with the target and press the R Button. You are pulled to the target.

Hand-Over-Hand & Zipline

To perform a hand-over-hand move:

1. When the icon appears, press the Y Button. You grab the rope and the camera view switches to third-person.
2. Move the Control Stick LEFT/RIGHT to move across the rope.
3. When you are finished, press the Y Button again to jump from the rope back to the ground.

• To perform a zipline move, press the Y Button to jump. You grab the rope and slide down the line.

Pause Menu

Quit your current mission, review objectives, change controls or see your score.

• To access the Pause menu, press **START/PAUSE**.

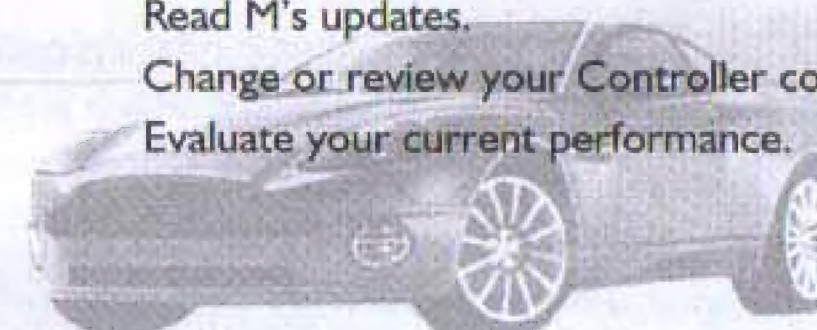Grip Meter – When this is drained completely, you lose your grip and fall.

MISSION	**CONTINUE**, RESTART or QUIT your current mission.
OBJECTIVES	View your completed objectives and obtain hints on your incomplete objectives.
MESSAGES	Read M's updates.
CONTROLS	Change or review your Controller configuration.
SCORE	Evaluate your current performance.

Results Screen

View your stats and dossier from the Results screen.

- Press the **X** Button to view your Stats.
- Press the **Y** Button to view your Dossier.

Stats Screen

Overcoming adversity, using stealth, possessing accuracy and inventing solutions in the face of overwhelming force are all traits that make you the world's best secret agent.

BOND MOVES	Each mission has a certain number of Bond-like actions you can perform. Your score increases for each action.
OPPONENTS DISPATCHED	Number of enemies you eliminated.
SUBDUED	Bonus for subduing opponents with your stunner.
SURRENDERED	Bonus for making opponents surrender to you.
STEALTH RATING	Bonus for remaining undetected.
ACCURACY RATING	Aim well and get a higher score.
HEALTH REMAINING	The best agents never sustain injury.
TIME	A quick mission is the hallmark of a good spy.
007 BONUS	Once you attain a Gold Medal for a mission, you can replay the mission in order to pick up 007 Bonus Tokens. If you pick up all of the tokens – and your score is high enough – you may earn a Platinum Medal and a special reward.

Note: SUBDUED, SURRENDERED and STEALTH RATING do not apply to racing missions.

Dossier Screen

Review your records, rewards, gadgets and weapons.

RECORDS	View your high scores for each mission.
REWARDS	Review rewards and medals earned.
GADGETS	Review gadgets and their functions, including gadget upgrades you've unlocked.
WEAPONS	Review weapons and their strengths, including weapon upgrades you've unlocked.

Characters

A whole new class of allies and enemies await you at every turn.

Allies

Dominique Paradis

This stunning French beauty is ideally suited for deep undercover operations. She's also a small arms and explosives expert. Enlisted to track down a missing nuclear warhead, Dominique has infiltrated Drake's organisation. Make close contact with her, 007. You will need all of her considerable skills to gain access to Drake's plans.

Zoe Nightshade

You will be paired again with an old ally, Zoe Nightshade. Agent Nightshade, as you know, is a rising CIA field agent. Her driving skills are world-class.

Alura McCall

An operative on loan to MI6 based in Tokyo, Alura McCall is extremely adept with a variety of firearms. You'll find her services very useful, I'm sure.

Enemies

Rafael Drake

Rafael Drake is a brilliant and charismatic businessman. In his effort to eradicate post-industrial waste, Drake transformed the Phoenix International Corporation from an ecology-ravaging behemoth into the world's leading "regeneration" company, Armitage Rook.

As Rafael Drake's head of security, Armitage Rook is a formidable adversary. With his massive physique and determined will, Rook has an incredible ability to survive anything. He'll be difficult to get rid of.

Alexander Mayhew

Mayhew oversees Phoenix International Corporation's Japanese holdings and has full knowledge of Drake's dealings. It's highly likely that Mayhew has key information at his country estate outside Tokyo.

Makiko Hayashi

Makiko Hayashi is the bodyguard for Alexander Mayhew. Her diminutive appearance belies a body lethally honed in the martial arts. Her loyalty to Mayhew is unquestioned.

Missions

Outsmart and manoeuvre your way through these missions. Remember, the most important thing is to complete your mission objectives.
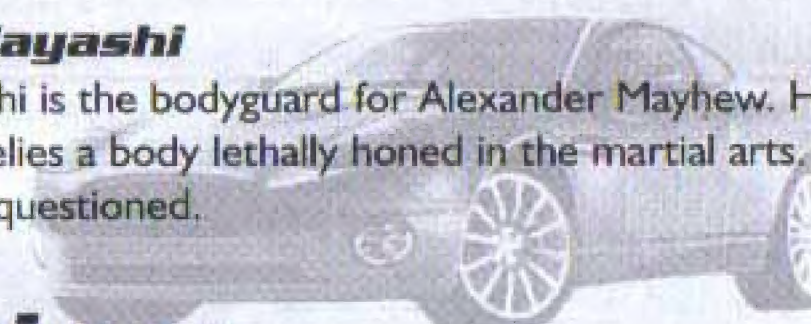
Paris Prelude

Agent Dominique Paradis has gotten herself into a bit of a jam. It seems that she's being pursued by the organisation who stole a warhead from the Phoenix International Corporation. Take a helicopter to Paris and rescue her. Then use your Aston Martin V12 Vanquish to finish the job. (For more information, see *Paris Prelude Walkthrough* on p. 13).

The Exchange

A vital piece of missile guidance hardware has been stolen from a secret U.S. government lab in Japan. MI6 has received information that Rafael Drake is connected. We'd like you to attend a VIP party Drake is hosting at his castle in the French Alps — enter the grounds and see if you can find the missing links.

Alpine Escape

Use one of Drake's modified snowmobiles to escape his Castle. The mounted machine gun/rocket launcher may be useful in fending off any unwanted pursuers.

Enemies Vanquished

Continue your mission in Q's specially modified Aston-Martin V12 Vanquish. This beauty comes fully-loaded with an arsenal of high-tech weapons and gadgets. Remember not to harm the local Austrian police, though — they're on the side of good.

Double Cross

Alexander Mayhew, Drake's trusted partner turned informant, has requested your protection at his Tokyo estate. Mayhew possesses extremely sensitive files that cannot fall into the hands of Drake's Yakuza thugs. Escort Mayhew to the safety of his underground bunker and locate the files. Bond, the Yakuza are notorious for taking hostages. Be sure that Mayhew's employees remain unharmed, then secure the files and escape with Mayhew.

Night Shift

Make a covert infiltration into the headquarters of Mayhew's Japanese operations in Tokyo. Use your various Q-gadgets to locate and unlock encrypted files on Operation NightFire, and then make your escape from the building rooftop.

Chain Reaction

Mayhew's "Operation NightFire" file has led us to a decommissioned nuclear power plant on the Honshu coast. Enter and explore the power plant while avoiding detection by the armed guards. Penetrate the most secret areas of the plant and discover what's really happening in the decommissioning process.

Phoenix Fire

Through an unexpected turn of events, you've been delivered into the hands of Rafael Drake. Stay sharp to exploit every little advantage that presents itself and battle your way out of this situation. Be on the lookout for Drake's Black Ops team — their tenacity is well-honed.

Deep Descent

Infiltrate Drake's remote island base. This will be a good opportunity for you to test out Q's latest innovation with the Aston Martin. Watch out for Drake's submerged patrols.

Island Infiltration

Destroy the air defence system that protects the island from attack. Take advantage of any of Drake's vehicles on the island.

Countdown

Advance through Drake's fortified base to reach the shuttle launch area. Prevent Drake's henchmen from following him into space. And do be cautious of the space shuttle's main engines — they tend to get a bit warm.

Equinox

The fate of the world is once again in your hands, 007. It seems that Drake has converted the International Missile Defense Platform into his own weapon to dominate the world. It's time to put an end to Drake's evil schemes.

Paris Prelude Mission Walkthrough

In case you're feeling a little rusty, 007, let me assist you with your first mission.

Using your sniper rifle:

1. Shoot out the tyre of the first car by pressing the **R** Button to fire.
2. Shoot subsequent cars in their hoods, tyres and petrol tanks.
3. When the helicopter positions itself at the end of the avenue, zoom in with the scope by holding the **L** Button and use the +Control Pad **UP/DOWN**. Eliminate the sniper on the sunroof and blow it up with a shot to the grill!
4. Agent Paradis enters a construction yard; shoot the chain to destroy the make-shift ramp, and send the enemy car plummeting!

Pull Dominique into the helicopter and call the Vanquish. Now, pursue the truck through the streets of Paris.

Driving the Vanquish:

1. Press the **B** Button to activate the Q-Smoke. Press the **R** Button to accelerate. Keep right.
2. Jump off the café patio and barrel through the restaurant fronts.
3. Press the **B** Button to activate the Q-Wedge and slide through the road block. Make a hard left out of the roadblock.
4. Press the **A** Button to fire your rockets. Keep to the right.
5. The bridge is out up ahead! Press the **B** Button to fire the Q-Boost!
6. There's the truck again! Press the **B** Button to fire the EMP projectile and disable it.

BOND EQUIPPED

A key to all successful agents, besides their abilities, is their equipment. Get to know yours, 007.

Body Armour

Body armour comes in very handy when not amongst friends.

- When you are wearing armour, a golden shell covers the health meter. When injured, the golden shell depletes in place of your health.
- A full armour jacket restores your armour to 100%.

  Note: Body Armour cannot protect you from injury caused by falling from heights.

Weapons

You'll need to become familiar with the weapons at your disposal to complete this mission successfully.

PISTOLS

Wolfram PP7

This small, semi-automatic handgun is supremely accurate and can be fitted with a silencer for the utmost stealth.

Golden PP7

The Golden PP7 provides all the amenities of its predecessor with twice the power.

Wolfram P2K

The Wolfram P2K is a very accurate weapon that can be equipped with a laser sight and removable silencer.

Golden P2K

Just as reliable as the Wolfram P2K, the Golden P2K offers twice the firepower.

Kowloon Type 40

This reliable handgun can be set to fire three rounds with every pull of the trigger.

Raptor Magnum

This heavy caliber handgun is a powerful ally. The clip size is low but some models come with a laser sight which makes them more accurate but takes a little longer to aim.

Golden Gun (Multiplayer Only)

The ultimate handgun, the Golden Gun is powerful but requires loading after each shot.

MACHINE GUNS

Deutsche M9K

This very accurate submachine gun can be equipped with a silencer and is ideal for covert missions.

Storm M32

This reliable, lightweight machine gun has a large clip but low accuracy.

SG5 Commando

This compact assault rifle has a high rate of fire, but can be switched to a more accurate 3-round burst. It also comes equipped with a telescopic sight.

Advanced Individual Munitions System-20 (AIMS-20)

The AIMS-20 is an advanced military weapons system. It is fitted with a computerised telescopic sight and can be switched between a powerful rifle firing 3-round bursts or a fast-firing grenade launcher.

OTHER

Korsakov K5 Dart Gun

This weapon fires a dart capable of temporarily tranquillising an opponent. Its capacity is five rounds.

Frinesi Automatic 12

This large shotgun's high capacity and alternate rapid rate of fire make it a highly effective close combat weapon.

Winter Tactical Sniper Rifle

The standard bolt-action issue of the British Army is an extremely powerful but slow firing weapon, which possesses a small clip and a massive zoom with telescopic sight.

Winter Covert Sniper

Designed for special operations, this variant on the Winter Sniper is fitted with an integral silencer and comes equipped with a powerful telescopic sight.

Militek Mark 6 Multi Grenade Launcher

This semi-automatic grenade launcher fires explosive projectiles which can be set to explode on contact or after a time delay.

AT-420 SENTINEL

The warheads on this portable missile launcher can breach tank armour. It can be fired either camera-guided (you won't be able to move until the missile has detonated) or unguided.

AT-600 SCORPION

This missile launcher can eject rapid-fire missiles without any guidance or fire single heat-seeking missiles which track their target automatically. Use these against large slow-moving targets like vehicles.

Delta Repeater Crossbow

A magazine-fed, pump action crossbow with a telescopic sight, the Delta Repeater Crossbow is totally silent and highly damaging, but takes some skill to use at range.

Phoenix Samurai Laser Rifle

Each shot from this experimental weapon generates a great amount of heat and requires a cooling time. Alternate fire mode is a single shot which takes time to charge up and instantly overheats the weapon but does massive damage.

Note: If you have no weapon equipped, you will be using your fists.

Explosives

Fragmentation Grenade

This explosive grenade injures anyone within its blast radius.

Smoke Grenade

The smoke grenade produces a cloud of smoke that upsets enemy aim and cloaks movement.

Flash Bang Grenade (Stun Grenade)

This grenade temporarily blinds and stuns opponents.

Satchel Charge

This plastic explosive can be placed on an object and detonated via a timer, which can be manually set in 5 second increments.

Remote Mine

The remote mine sticks to any surface and can be detonated from a safe distance.

Laser Trip Bomb

This laser-activated bomb explodes when someone crosses its beam. Shooting these bombs causes them to explode.

Gadgets

Q has fashioned some rather nice items for your mission, 007. Do try to return everything in one piece.

Key Fob Stunner

Your car keys have been altered into an electric stunner. This device holds a small charge that can temporarily immobilise an enemy at close range. Use it wisely – it must recharge after each use.

Wristwatch Laser

Your watch has been fitted with a small focused laser. It's not very effective against enemies, but it'll do the trick on locks and wires.

Grapple

Q has converted your mobile phone into a personal grappling hook. Aim it at a suitable surface and fire – it should carry you right to your target.

Micro Camera

Compact and discreetly disguised as a lighter, the Micro Camera takes pictures very quickly. You can also use it as a telescopic device for pure surveillance.

Vision Enhancement Glasses

These glasses enhance ambient light and have thermal-imaging capabilities for viewing in near-infrared light or through thin surfaces.

Q-Worm

Uploading this program into a computer allows Q-Branch to remotely access encrypted data on a target system.

Decryptor

Disguised as a common palmtop computer, this sophisticated micro-computer allows you to bypass electronic locks.

Phoenix Ronin

Created by Phoenix, the Ronin is a rapid-fire auto cannon disguised as a suitcase. Once deployed, it automatically detects and fires at any movement in front of it. Pressing Fire again will allow you to remotely control the gun yourself.

Shaver Grenade

This shaver can be used as a remote-detonated flash-bang grenade.

Bond Behind The Wheel

Do try to bring the car back in one piece, will you, 007?

Aston Martin V12 Vanquish™

The Vanquish is quite a formidable piece of machinery. Fitted with an impressive 6.0-liter, 450 hp V12 engine, the Vanquish accelerates from 0 to 60 in 4.5 seconds and can hit top speeds in excess of 190 mph. In addition, this super-elite also happens to be the most sophisticated and technologically superior weapons system on the road.

Speedometer

Readied Weapon or Gadget

Rounds Remaining

Driving Basics

- To steer, press the Control Stick **LEFT/RIGHT**.
- To accelerate, press the **R** Button.
- To brake and reverse, press the **L** Button.
- To change camera angles, press the **Z** Button.
- To use the currently selected gadget, press the **B** Button.
- To fire the currently selected weapon, press the **A** Button.
- For a complete list of driving controls, for more information, see *Driving Controls* on p. 3.

Driving Weapons

Machine Guns	Rapid-fire high-power machine guns.
Missiles	Infrared-guided missile system.
Torpedoes	Self-guided or remote-controlled torpedoes for use against underwater targets.

Driving Gadgets

Q-Smoke	Rear-deployed smoke emission to evade enemies.
Q-Boost	High-performance dual turbocharger adds acceleration when you need it most.
Q-Wedge	Hydraulic lift system raises the car onto two wheels.
Q-Charge	A compact limpet mine that can be used to destroy underwater structures.
Q-Pulse	Produces an electro-magnetic pulse that stops enemy vehicles cold.

MULTIPLAYER

These scenarios pit MI6 agents and others against skilled enemy opponents.

Scenarios

Choose a multiplayer scenario and begin gameplay.

ARENA	Free-for-all combat. A point is earned for each agent eliminated.
TEAM ARENA	Arena gameplay with players grouped into either Phoenix or MI6.
CAPTURE THE FLAG	Each team has a base with a flag. Points are obtained by stealing the enemy flag and returning it to your own base.
UPLINK	Three satellite dishes are situated around a level. Touch the dish to activate the uplink. When a team successfully activates all three dishes, they begin earning points.
TOP AGENT	Each player has a set number of lives. When you exhaust your lives, you're out of the game. The last agent standing is the winner.
DEMOLITION	The MI6 team must destroy a designated target within the set time limit. The Phoenix team must prevent the attackers from destroying the site by eliminating the attackers.
PROTECTION	The MI6 team must defend a designated target while the Phoenix team tries to destroy it.
INDUSTRIAL ESPIONAGE	Each team sets out to find the data disk and bring it to their base.
GOLDENEYE STRIKE	Obtain the two halves of the GoldenEye key to trigger an orbital satellite strike on the enemy team.
ASSASSINATION	A single assassin comprises one team. The remaining players comprise the target team who must stop him. One player on the target team is designated as the assassin's target. When the target is assassinated, another player is randomly selected as the next target. The assassin receives five points for eliminating the target. If the target takes out the assassin, he receives three points.
KING OF THE HILL	Move into the special power vortex to begin earning points. The player with the most points wins.
TEAM KING OF THE HILL	Divide into teams and get at least one agent into the power vortex to begin earning points.

Note: Some scenarios need to be unlocked to gain access to them.

Scenario Options

Customise your multiplayer experience.

Bot Traits

PLAYING	Toggle between **YES** and NO.
MOVE SPEED	Choose how fast or slow the Bot is.
PERSONALITY	
MI6 Personality	
Collector	Collects pickups whenever possible.
Guardian	Protects members of the same team.
Team Player	Works cooperatively to win the game.
Judge	Targets the player with the highest score.
Phoenix Personality	
Berserker	Seeks out and attacks the nearest player – no concern for winning or pickups.
Greedy	Collects pickups regardless if convenient.
Vengeful	Targets the player who last killed the Bot. Scores double if it kills this person.
Assassin	Targets players who are weaker than itself.
AGGRESSION	Select how aggressive the Bot is.
ACCURACY	Determine how accurate a marksman the Bot is.
HEALTH	Set the Bot's health.
REACTION TIME	Choose how fast the Bot's reactions are.
RECOVERY RATE	Decide how quickly your Bot recovers from taking damage.

Game Rules

Set your scenario's gameplay rules.

DURATION	Set the duration of the match.
POINTS	Set the amount of points that, when acquired, ends the game.

Player Mods

Change the options that affect players.

FRIENDLY FIRE	Players can injure their teammates when **ON**.
WEAPON SET	Choose which weapon set is available.
PROFESSIONAL MODE	Dispense more damage when **ON**.
HIT LOCATION DAMAGE	Hits are body location sensitive when **ON**.
TEAM ID	Players wear team identification when **ON**.

Enviro-Mods

Adjust the map's environment to suit your playing style.

RESPAWN	Choose to reinsert players NEAR or FAR from enemy players or at a **RANDOM** location.
FIXED GUN EMPLACEMENTS	Auto turrets appear in the map and fire at anyone within range when **ON**.
EXPLOSIVE SCENERY	Gas barrels explode when shot when **ON**.
GRAPPLE	Agents can use grapple gadgets when **ON**.
MINI-VEHICLES	You'll find remote controlled miniature vehicles in some levels when **ON**.

AI Bots

Create Bots to add to your team and/or your opponents' team.

To Create a Bot:

1. Select AI BOTS from the Multiplayer Options screen and press the **A** Button. The Multiplayer Bots screen appears.
2. Highlight a Bot and press the **A** Button. The Multiplayer Bot Setup screen appears.
3. Choose your Bot's appearance and press the **A** Button. Bot trait options appear.
4. Select your Bot's traits and press the **A** Button. Your Bot is created and you return to the Multiplayer Bots screen.

Saving and Loading

Save your game each time you complete a level.

To load a mission:

1. Select NIGHTFIRE from the Main menu. The Select Codename screen appears.
2. Choose the Codename that your progress is saved under and press the **A** Button. The Select Difficulty screen appears.
3. Select your difficulty level and press the **A** Button. The Single Player screen appears.
4. Select which mission you would like to load and press the **A** Button. Gameplay resumes.

Note: Never insert or remove a NINTENDO GAMECUBE memory card when loading or saving files.

Note: You must have completed every subsequent mission to load a particular mission.

Note: If you have selected PLAY WITHOUT SAVING during setup you cannot save your game progress.

Note: Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

EA Europe

Software Localisation Manager: Sam Yazmadjian

Localisation Project Manager: Sylvain Caburrosso

European CQC Operations Manager: Linda Walker

European CQC Test Manager: Jean-Yves Duret

European CQC Test Supervisor: David Fielding

European CQC Test Leads: Andrew Chung, Paul Richards, Ben Jackson

European CQC Senior Testers: James Bolton, Paul Davies, Tony Hopkins, Jamie Keen, Gary Napper

European CQC Platform Manager: James Featherstone

European CQC Platform Specialists: Ashley Powell, James Arup, James Norton, Tim Wileman

Production Manager: Sally Pelling

Account Executive: Greg Lines

Production Planner: Joanna May

Documentation Layout and Translation Coordination: Piers Dodd

Web Localisation Coordination: Sylvain Caburrosso

Studio Ops: Anne Miller, Phil Jones

Marketing Manager: Audrey Meehan

European Product Manager: James McDermott

Anglicisation: Katie Joyson

FLT Project Lead: Gabriel Darone (EARS)

Music Credits

"Nearly Civilized"

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"James Bond Theme"

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Sisältö

PELIOHJAIMEN NEUTRAALIIN TILAAN PALAUTUS

Jos virta kytketään, kun L- tai R-painiket painetaan tai Ohjainsauva tai C-sauva ovat muussa kuin neutraalissa asennossa, nämä asennot muuttuvat neutraaliasennoiksi, jolloin pelin ohjaaminen vääristyy.

Jos haluat asettaa ohjaimen oikeisiin asentoihin, vapauta kaikki näppäimet ja tikut, jotta ne pääsevät takaisin neutraaliin assentoon, pidä sitten X-, Y-painiket pohjassa sekä START/PAUSE yhtä aikaa kolmen sekunnin ajan.

L-painike   R-painike

Ohjainsauva   C-sauva